Franklin®

MWD-1470

Merriam-Webster's *Dictionary & Thesaurus*

User's Guide

www.franklin.com

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Key Guide

Dictionary Keys†

DICT Goes to the dictionary.

THES Goes to the thesaurus.

GAMES Goes to the Games menu.

LEARN Goes to the Learning Exercises menu.

CONF Displays Confusables for an entry.

Organizer Keys†

CLOCK Goes to the Clock.

DATA Goes to the Databank menu.

CALC Goes to the Calculator.

CONV Goes to the Converter.

CURR Goes to the Currency Converter.

†*Each unlabeled key at the top of the keyboard corresponds to the function displayed at the bottom of the screen directly above that key. Press the corresponding key to perform the function you want.*

Function Keys

Turns the product on or off.

Displays a help message.

In the dictionary, goes to the Word Entry screen. Clears the Calculator. In the Converter and Databank, goes to its main menu.

Backs up, erases a letter, or turns off the highlight at an entry.

Enters a word, selects an item, or begins a highlight in an entry.

Goes to the Organizer: Clock, Databank, Calculator, Converter and Currency Converter.

Displays the main menus for the dictionary.

At the Word Entry screen, types a *?* to stand for a letter in a word. At a menu, displays a menu item. At a dictionary entry, displays the headword. In games, reveals the word and forfeits the game.

Shifts to type capital letters and punctuation marks.

Shifts to allow **prev**, **next**, and to type a hyphen (-) or *ñ*.

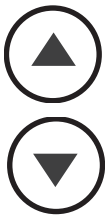
Exits the book you were reading.

Combination Keys*

FN + ▲ or ▼	At a dictionary entry, pages up or down.
FN + ◀ or ▶	At a dictionary entry, displays the next or previous entry.
FN + CARD	Transfers a word between books.
FN +J	Types a hyphen.
FN +M	Types an @.
CAP +_’	Types an apostrophe.
FN +_’	Types a slash.
CAP + ?*	At the Word Entry screen, types an asterisk to stand for a series of letters in a word. In games, gives a hint.

**Hold the first key while pressing the second.*

Direction Keys



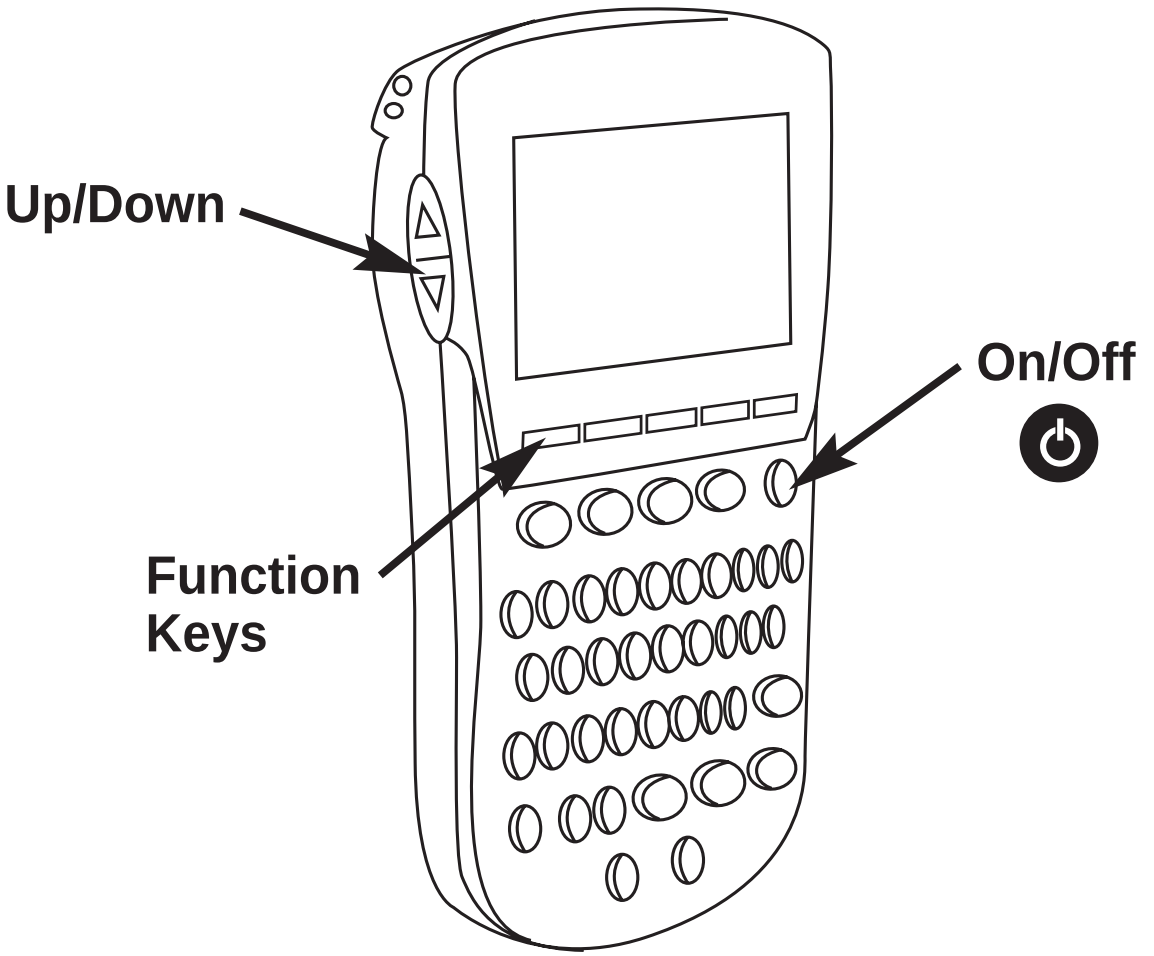
Move up or down (located on the side of the device).

Move left or right.

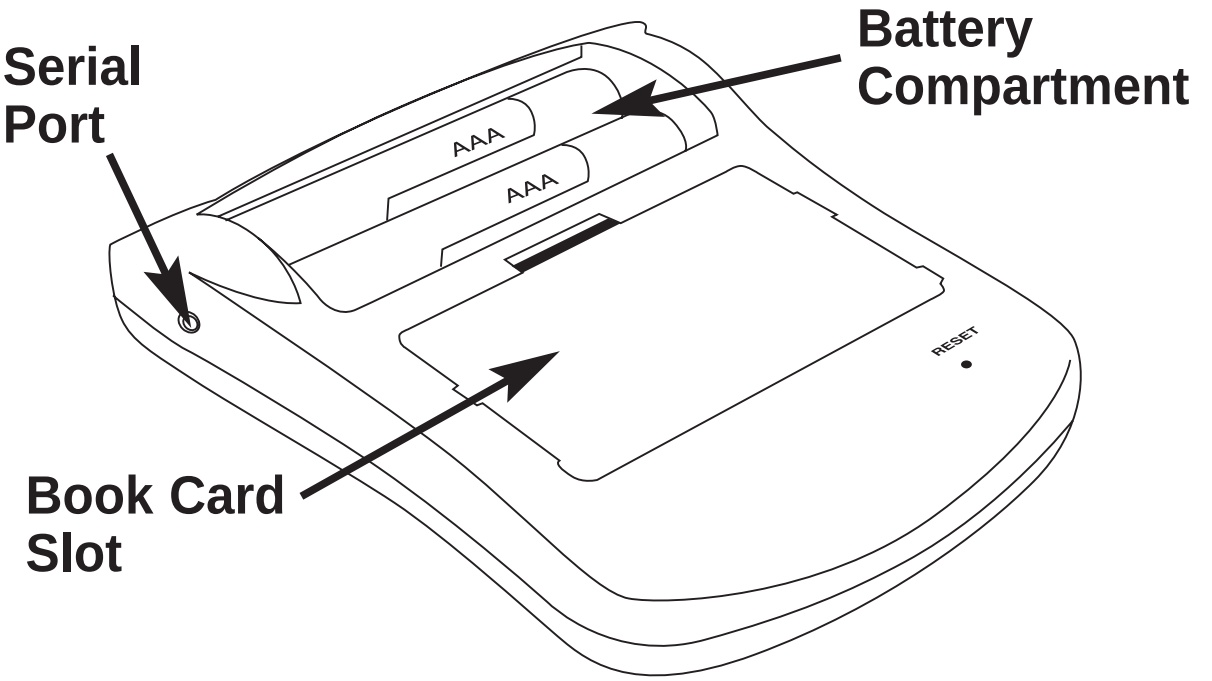
At menus and dictionary entries, pages down. At the Word Entry screen, types a space.

Using the Special Features

Your unit is equipped with several special features that many, but not all BOOKMAN book cards use. To learn if you can use the special features with a particular book card, read its User's Guide.



On/Off: Turns the unit on and off.
Function Keys: Each of these unlabeled keys corresponds to the dictionary or organizer function that appears directly above it on the screen.
Up/Down: Scrolls up or down one line at a time, moves the highlight in the indicated direction, or moves between menu items.



Serial Port: Plug in a serial-to-USB or serial-to-serial cable here to connect this dictionary to your PC.

Book Card Slot: The card slot is located on the back of the unit. It enables you to read electronic books purchased from **www.franklin.com** and is compatible with all BOOKMAN and BMC cards.

Battery Compartment: The battery compartment is located on the back of the unit. It holds two AAA batteries.

Replacing Batteries

Your product is powered by two AAA batteries. Follow these easy instructions to install or replace them. Please have the new batteries at hand before you remove the old ones.

1. **Turn your product off and turn it over.**
2. **Lift the battery cover on the back of your product by pushing up on the catch.**
3. **Remove the old batteries.**
4. **Install the batteries following the +/- markings in the battery compartment.**
5. **Replace the battery cover.**

Warning: If the batteries wear-out completely or if you take more than a few seconds while changing the batteries, any information that was entered in the built-in book or book

card may be erased. You should always keep written copies of your important information.

For Your Information

✓ Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around menus or view more text.

✓ Help is Always at Hand

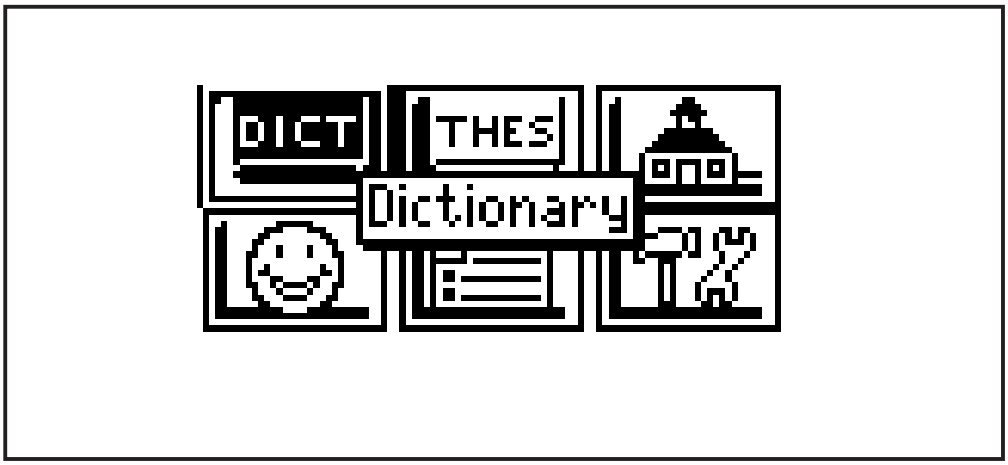
You can view a help message at any screen by pressing **HELP**. Press ◀ or ▶ to read. To exit help, press **BACK**.

✓ About Screen Illustrations

Some screen illustrations in this User's Guide may differ slightly from what you see on screen. This does not mean that your unit is malfunctioning.

Using the Main Menu

When you press **MENU**, you will see six icons. Use these to quickly take you to different parts of your dictionary. Use the arrow keys to highlight the icon you want and press **ENTER**.



Understanding the Menu

Goes to the dictionary Word Entry screen.

Goes to the thesaurus Word Entry screen.

Goes to the Learning Exercises menu.

Goes to the Games menu.

Goes to *My Word List*.

Goes to the Tools menu.

Viewing a demonstration or tutorial

1. **Press MENU.**
2. **Use the arrow keys to highlight** **and press ENTER.**
3. **Press** ⓥ **to highlight either *Tutorial* or *View Demo* and press ENTER.**

   To stop the demonstration or exit from the *Tutorial* and go to the Word Entry screen, press **CLEAR**.

   To go to the main menu, press **MENU**.

   When a book card is installed in your product, select *View Demo* from the Setup menu to see the demonstration for that card.

Changing the Settings

When using this dictionary, you can activate the Learn a Word feature, adjust the screen contrast, the shut-off time, and the type size. The shut-off time is how long your product stays on if you forget to turn it off. Learn a Word helps you increase your vocbulary by displaying a different headword and definition each time you turn on your dictionary.

1. **Press MENU.**
2. **Use the arrow keys to highlight** **and press ENTER.**
3. ***Settings* will be highlighted. Press ENTER to select it.**

4. **Press ▲ or ▼ to move ▶ to *Learn a Word*, *Contrast*, *Shutoff*, or *Type Size*.**
5. **Press ◀ or ▶ to change the setting.**

   Your changes are automatically saved.
6. **Press ENTER when done.**

Finding Dictionary Entries

Press **CLEAR** to return to the Word Entry screen.

1. **Press DICT.**

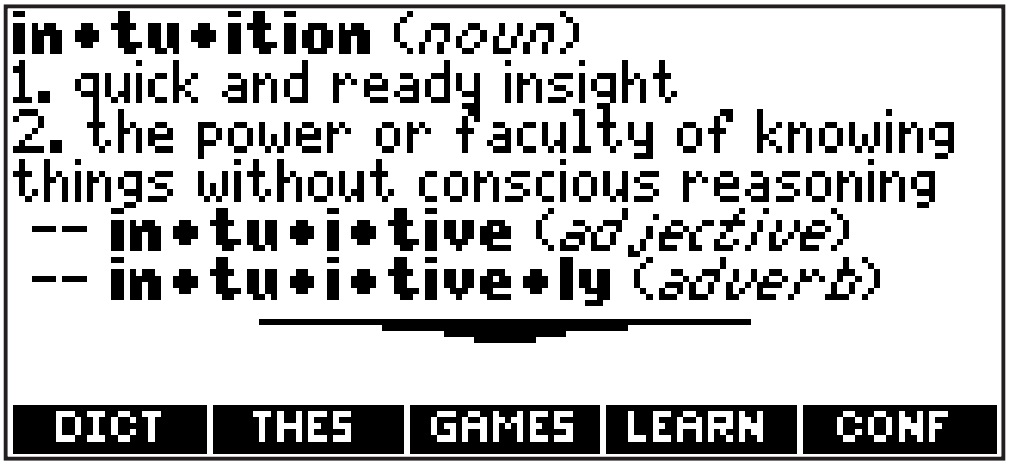
   Or you can press **MENU**, highlight

, and press **ENTER**.

2. **Type a word.**

   To erase a letter, press **BACK**. To type a capital, hold **CAP** and press a letter key. To type a hyphen, hold **FN** and press **J**.

3. **Press ENTER to view the definition.**

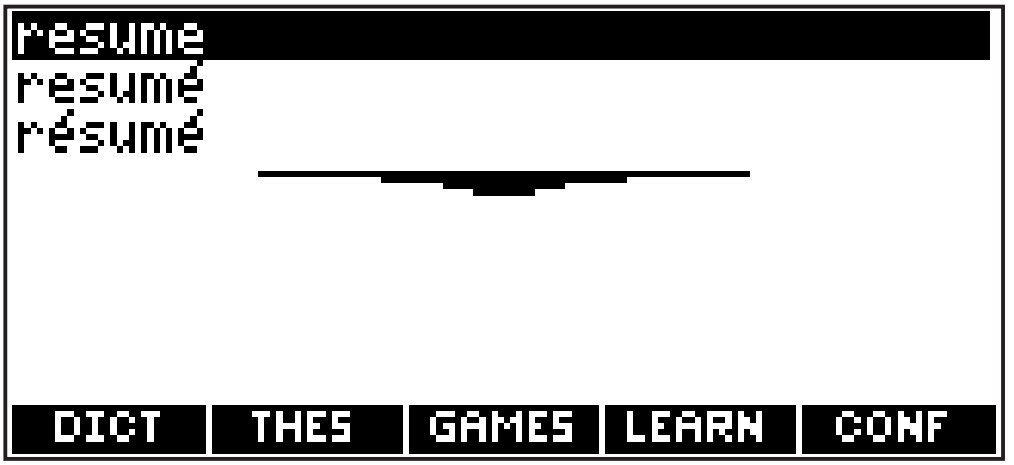


4. **Press ▼ or SPACE to read the definition.**
5. **Hold FN and press ▶ or ◀ to view the next or previous definition.**
6. **Press CLEAR when done.**

✓ Choosing Multiple Forms

Some words in this dictionary have more than one form (e.g. *resume*, *resumé*). When the word you are looking up has multiple forms, the different forms appear in a list. Simply highlight the form you want and press **ENTER** to see its dic-

tionary entry. For example, enter *resume* at the Word Entry screen.

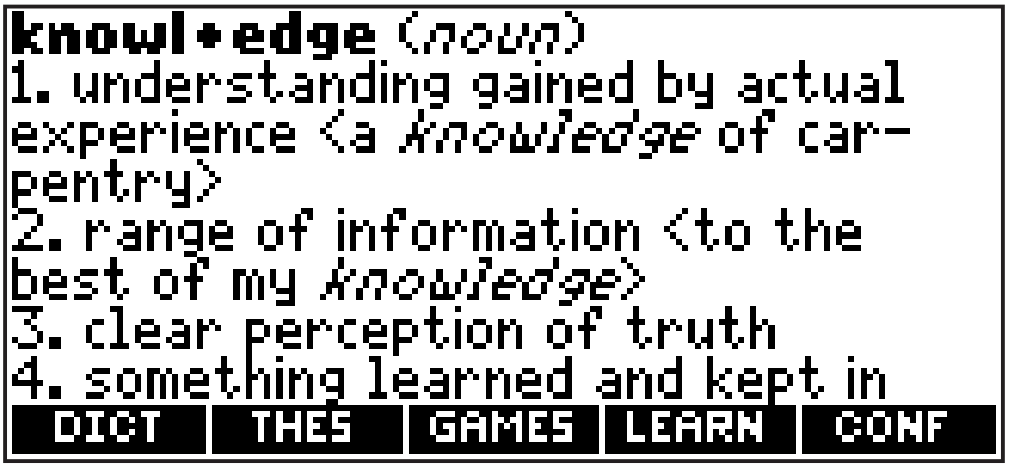


Highlight the form you want and press **ENTER** to see its dictionary entry. To go back to the Multiple Forms list, press **BACK**.

✓ Correcting Misspellings

If you enter a misspelled word, a list of corrections appears.

Highlight the word you want and then press **ENTER** to see its dictionary entry.



✓ Understanding Definitions

Dictionary entries consist of headwords, parts of speech, and definitions. Other forms of the word may follow the headword. After the translation or definition, you may see a list of usage examples.

Using the Thesaurus

1. **Press THES.**

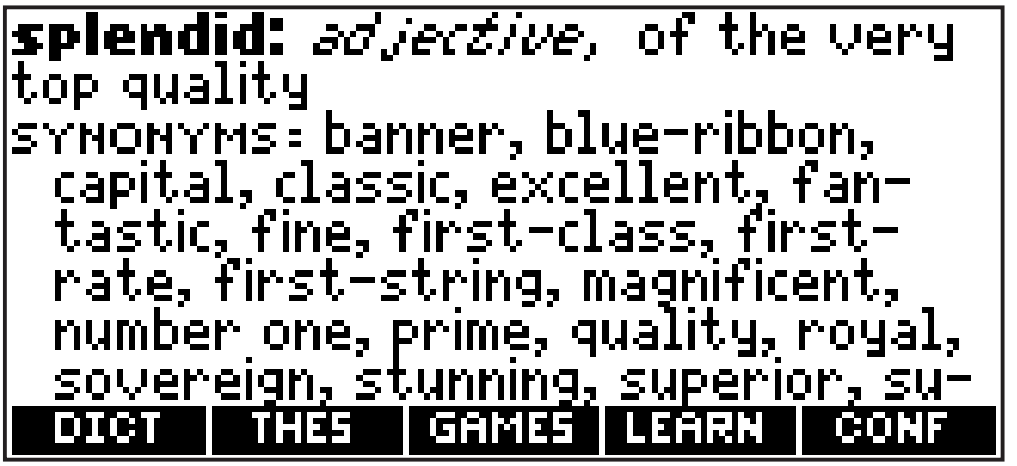
   Or you can press **MENU**, highlight

, and press **ENTER**.

2. **Type a word.**

   To erase a letter, press **BACK**. To type a capital, hold **CAP** and press a letter key. To type a hyphen, hold **FN** and press **J**.

3. **Press ENTER to view the thesaurus entry.**


splendid: adjective, of the very top quality
SYNONYMS: banner, blue-ribbon, capital, classic, excellent, fantastic, fine, first-class, first-rate, first-string, magnificent, number one, prime, quality, royal, sovereign, stunning, superior, su-
DICT
THES
GAMES
LEARN
CONF

4. **Press ▼ or SPACE to read the entry.**

5. **Hold FN and press ▶ or ◀ to view the next or previous thesaurus entry.**
6. **Press CLEAR when done.**

✓ Understanding Thesaurus Entries

A thesaurus entry consists of a group of synonyms, antonyms and classmates. Synonyms are words that have similar meanings, e.g. *happy/joyous*. Antonyms are words that have the opposite meaning of the word being defined, e.g., *happy/unhappy*. Classmates are words that are related in some way to the word being defined, e.g. *octagon/polygon*, *triangle*, *rectangle*, *pentagon*....

✓ Understanding Flashing Messages

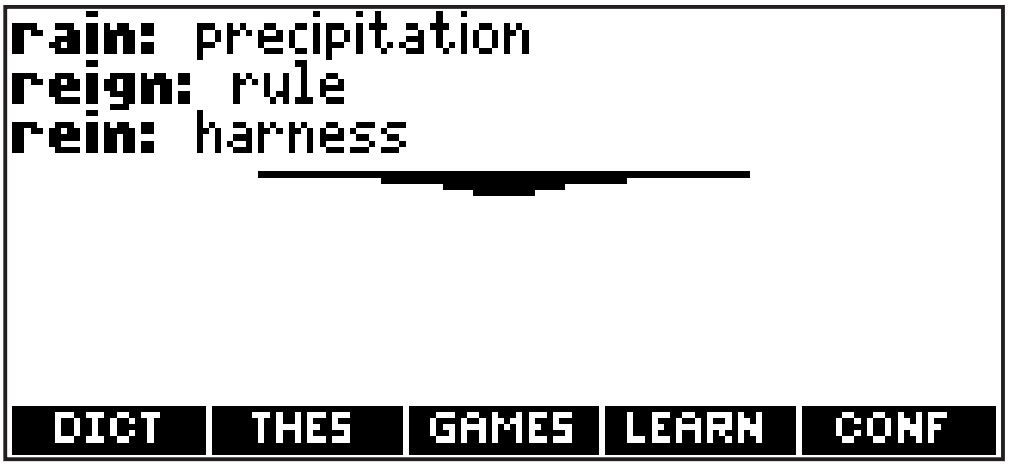
When you first see a definition, notice the upper right corner of the screen. Often either **THES** or **CONF** (or both) will flash briefly. **THES** means the word you looked up has a thesaurus entry.

If you see **THES** flash, press **THES** to view the thesaurus entry.

CONF means the word you looked up has a confusable. If you see **CONF** flash, press **CONF** to view the confusables.

✓ Understanding Confusables

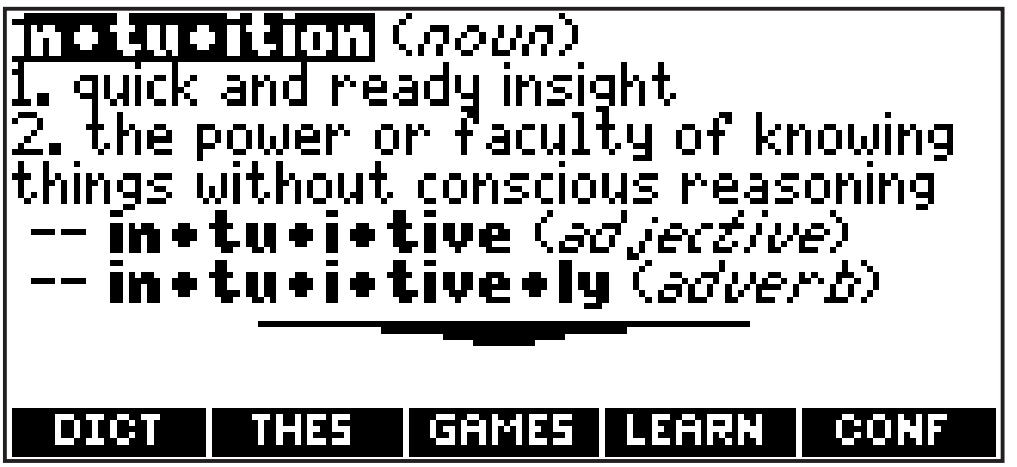
Confusables are homonyms, homophones and spelling variants that are easy to confuse, e.g. *rain*, *reign*, *rein*. If the word you looked up is a confusable, **CONF** will flash once in the upper right of the screen. Press **CONF** to view the confusables.



Highlighting Words

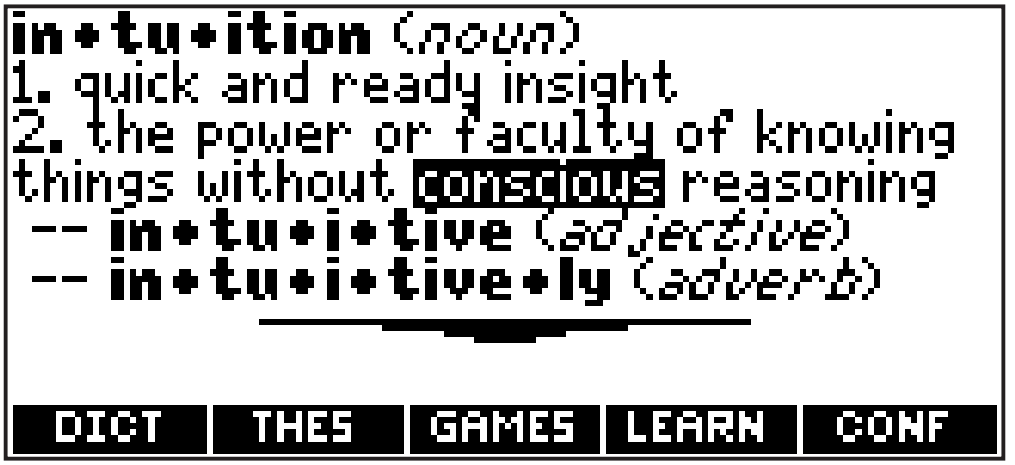
Another way to look up words is by highlighting them in dictionary entries, thesaurus entries or word lists. You can then find their definitions, thesaurus entries, or add them to *My Word List*.

1. **At any text, press ENTER to start the highlight.**



   To turn the highlight off, press **BACK**.

2. **Use the arrow keys to move the highlight to the word you want.**



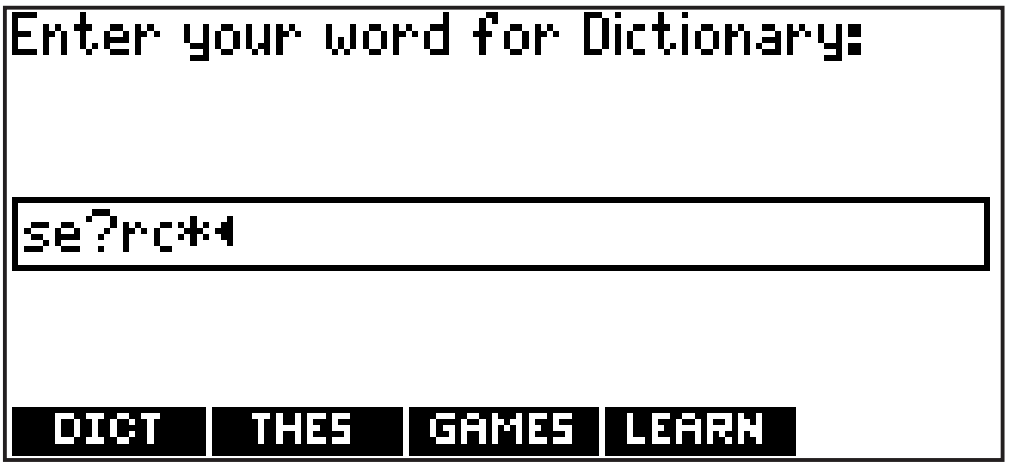
To …	Press …
define the word	**ENTER**
view the thesaurus entry	**THES**
add word to *My Word List*	**LEARN**

3. **Press CLEAR when done.**

Finding Letters in Words

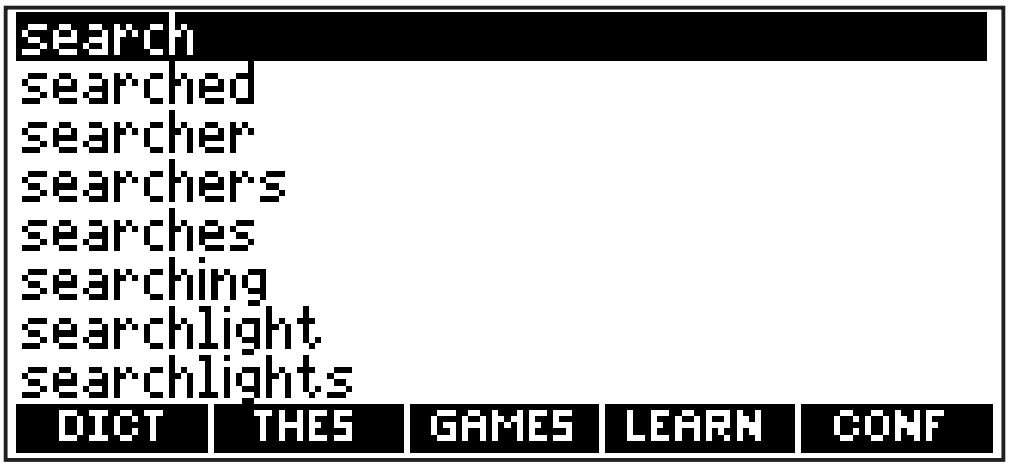
If you are uncertain about how to spell a word, type a question mark (*?*) in place of each unknown letter. To find prefixes, suffixes, and other parts of words, type an asterisk (✻) in a word. Each asterisk stands for a series of letters. **Note**: If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.

1. **Press DICT.**
2. **Type a word with ?s and ✻s.**



To type an asterisk, hold down **CAP** and press **?**.

3. **Press ENTER.**



4. **Press ⊙ to move the highlight to the word you want and press ENTER to view its definition.**
5. **Press CLEAR when done.**

Using Learning Exercises

Using Learning Exercises, you can test your spelling, improve your vocabulary, and browse a list of words that commonly appear on the Scholastic Assessment Test (SAT)*.

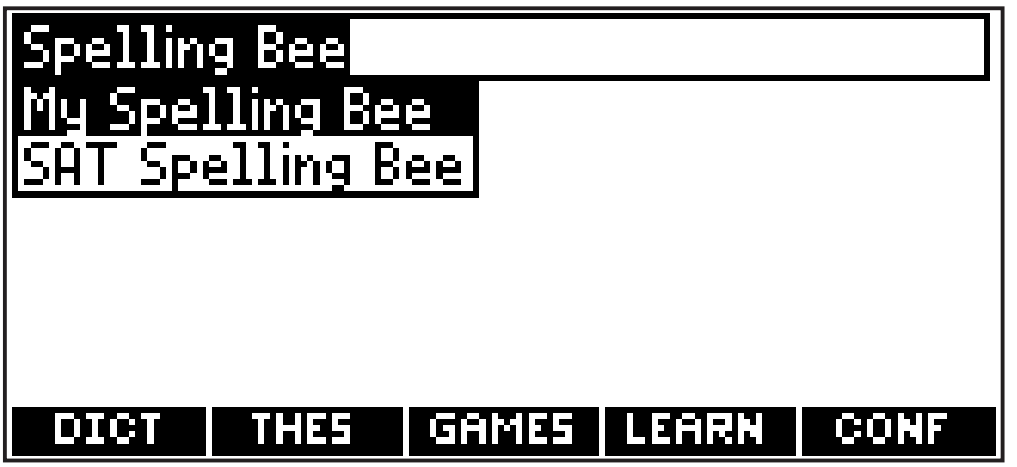
**SAT is a registered trademark of the College Entrance Examination Board, which was not involved in the production of, and does not endorse, this product.*

Spelling Bee

1. **Press LEARN.**

   Or you can press **MENU**, highlight and then press **ENTER**.

2. **Highlight *Spelling Bee* and then press ENTER.**



   My Spelling Bee uses words on *My Word List*. *SAT Spelling Bee* uses words on the *SAT Word List*.

   Note: Because you cannot enter accents, accented words in *My Word List* will not appear in *My Spelling Bee*.

3. **Select the list you want and**

press ENTER.

A word will flash on the screen for you to spell.

4. **Type in the word you just saw and press ENTER to see if you spelled it right.**
5. **Press ENTER to see the definition of the word or press THES to see the thesaurus entry.**

6. **Press SPACE for a new word.**
7. **Press CLEAR when done.**

Flashcards

1. **Press LEARN.**
2. **Highlight *Flashcards* and then press ENTER.**

My Flashcards uses words on *My Word List*. *SAT Flashcards* uses words on the *SAT Word List*.

3. **Select the list you want and press ENTER.**

A word will appear on the screen for you to study or define. If needed, press **ENTER** to see the definition. Press **BACK** to return to *Flashcards*.

4. **Press SPACE for a new word.**
5. **Press CLEAR when done.**

SAT Word List

1. **Press LEARN.**
2. **Highlight *SAT Word List* and then press ENTER.**

Press ▲ or ▼ to scroll through the *SAT Word List*. You can also type a letter to go to the first word beginning with that letter. For example, type *t*.

Press **ENTER** or **THES** at any word to view its definition or thesaurus entry. Press **BACK** to return to the list.

Using *My Word List*

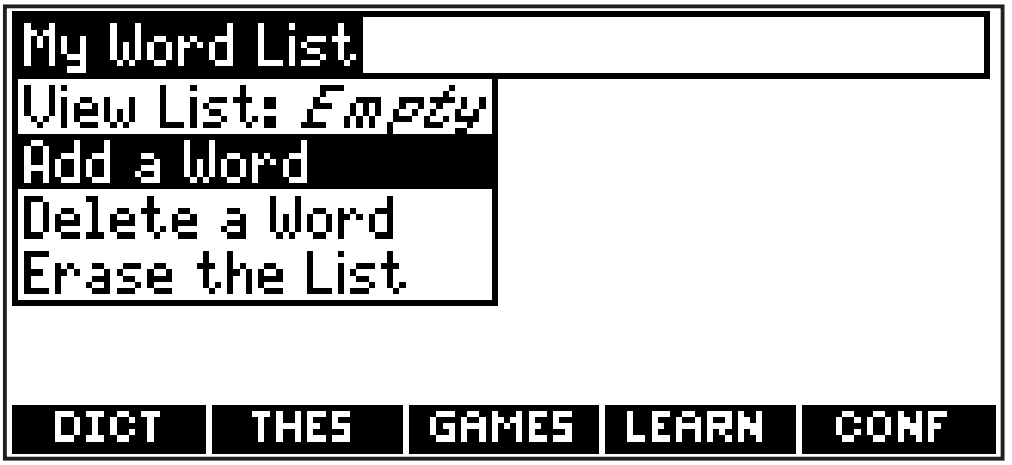
You can save up to 40 words total in *My Word List* for personal study or review. The list is saved between sessions unless the batteries run out of power or your product is reset.

Adding Words from the Learning Exercises Menu

1. **Press LEARN.**

   Or you can press **MENU**, highlight , press **ENTER** and skip to step 3.

2. **Highlight *My Word List* and then press ENTER.**



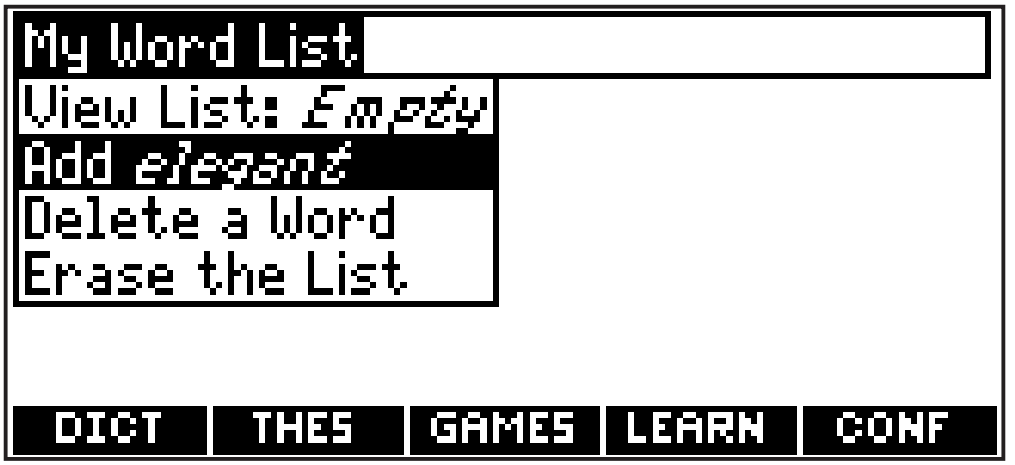
3. **Press ▲ or ▼ to highlight *Add a Word* and press ENTER.**

4. **Type a word you want to remember or use later.**
5. **Press ENTER to add the word.**
6. **Press CLEAR when done.**

Adding Words from the Word Entry Screen

You can also add words to *My Word List* directly from the Word Entry screen.

1. **Press DICT.**
2. **Type the word you want to add to your word list (e.g., *elegant*).**
3. **Press LEARN.**



Add ... will be highlighted.

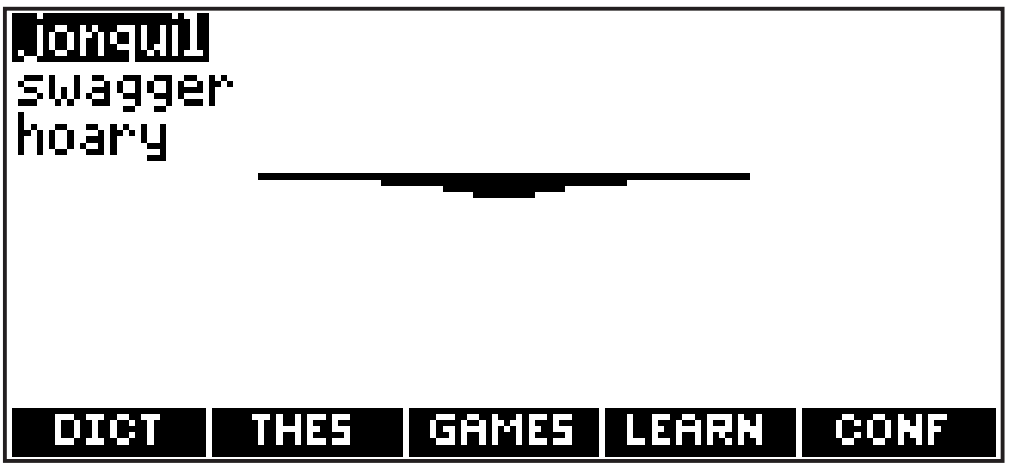
4. **Press ENTER to add the word.**
5. **Press CLEAR to return to the Word Entry screen.**

✓ Adding Highlighted Words

You can also add words to *My Word List* from definitions and correction lists. First highlight a word and then press **LEARN**. *Add "your word"* will be highlighted. Press **ENTER** to add the word.

Viewing *My Word List*

1. **Press LEARN.**
2. **Highlight *My Word List* and then press ENTER.**
3. ***View List:...* will be highlighted. Press ENTER to view the list.**



View List: Empty will be displayed

if the list is empty.

4. **Highlight a word on the list.**
5. **Press ENTER to view its definition(s).**

Removing a Word from *My Word List*

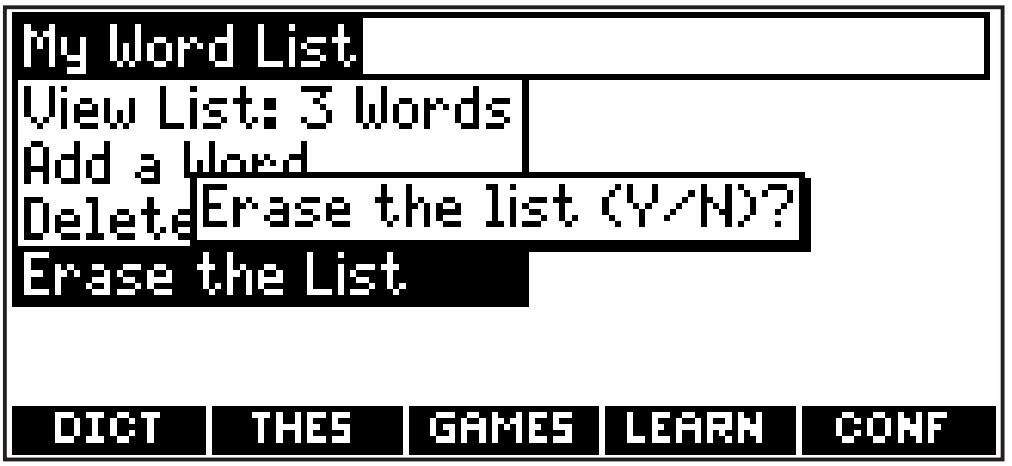
1. **Press LEARN.**
2. **Highlight *My Word List* and then press ENTER.**
3. **Highlight *Delete a Word* and press ENTER.**
4. **Use ▼ to highlight the word you want to remove.**
5. **Press ENTER to delete that word.**

Erasing *My Word List*

1. **Press LEARN.**
2. **Highlight *My Word List* and then**

press ENTER.

3. **Highlight *Erase the List* and press ENTER.**



Press **Y** to erase the list or press **N** to cancel.

✓ Adding Words Not in This Dictionary

When you add a word not in this dictionary, you're given three options: *Add Anyway*, *Cancel* and *Correction List*. Highlight the option you want and press **ENTER**.

Caution: Adding words that are not in this dictionary uses considerably more memory than adding words

that are. If you add only words that are not in this dictionary, *My Word List* may contain as few as 10 words.

Playing The Games

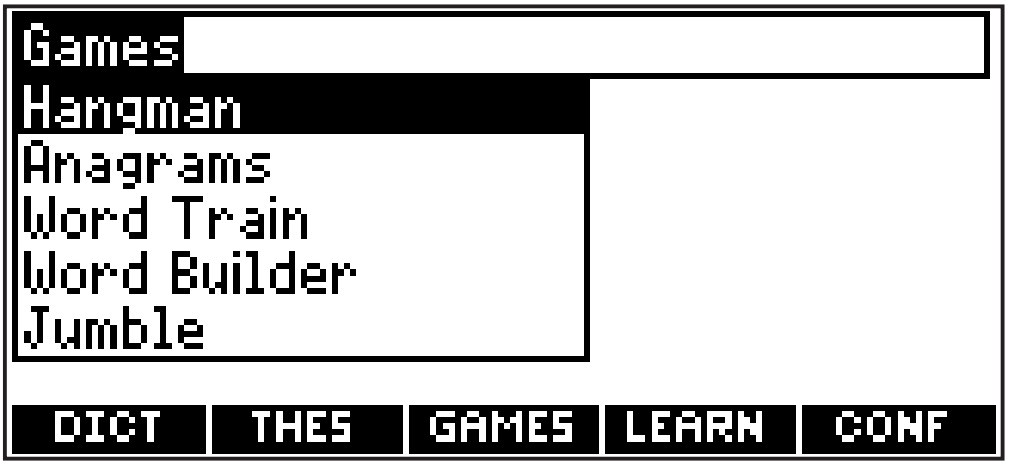
You have nine fun games to choose from.

Changing Game Settings

Before you play, you can choose the source and size of the words, the skill level, and whether or not graphics will be used.

1. **Press GAMES.**

   Or you can press **MENU**, highlight , and press **ENTER**.



2. Hold down CAP and press ⊙ to highlight *Game Settings* and press ENTER.

3. Use ⊙ or ⊙ to move ▶ to *Words*, *Skill* or *Graphics*.

Words chooses the source of the words: *All of them*, *SAT Word List*, *My Word List*, or *Enter your own*.

Skill determines how easy or difficult a game is.

4. **Use ◀ or ▶ to change the setting(s) you want.**
5. **Press ENTER when done.**

Selecting a Game

In the Games list, use ▲ or ▼ to move the highlight to the game of your choice and press **ENTER**.

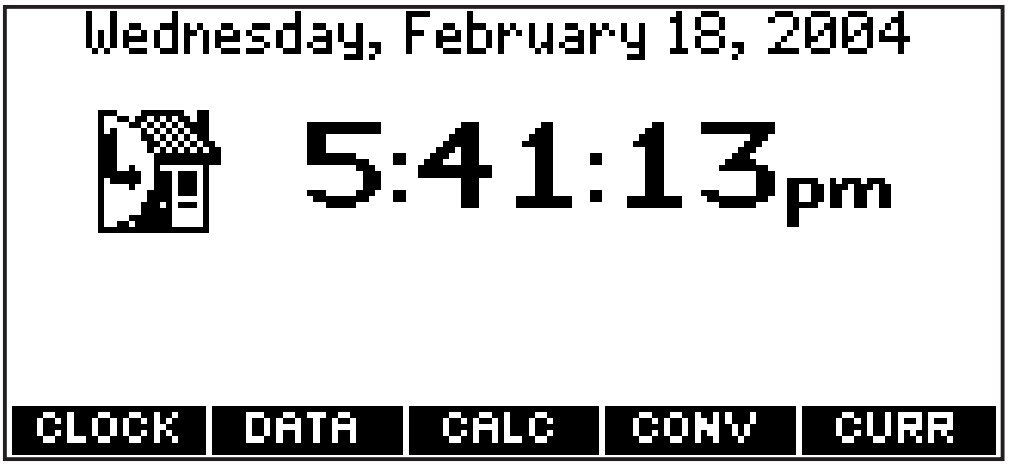
Getting Help in the Games

During any game you can read instructions by pressing **HELP**.
In all games except *Tic Tac Toe* and *Link Four* you can get a hint by holding **CAP** and pressing **?** or reveal the game word by pressing **?**.
Note: If you reveal the game word, you lose the round.

Using the Clock

The Clock displays the current time and date. You can save two times: Home time and World time.

1. **Press ORG.**



2. **Press CLOCK to toggle between Home time and World time.**
3. **From Home time, press ENTER to set the time and date.**
4. **Use ▲ or ▼ to scroll through the options in the highlighted field.**
5. **Use ◀ or ▶ to move to another field.**

6. **Press ENTER when done.**

   Press **CLEAR** to exit without saving the settings.

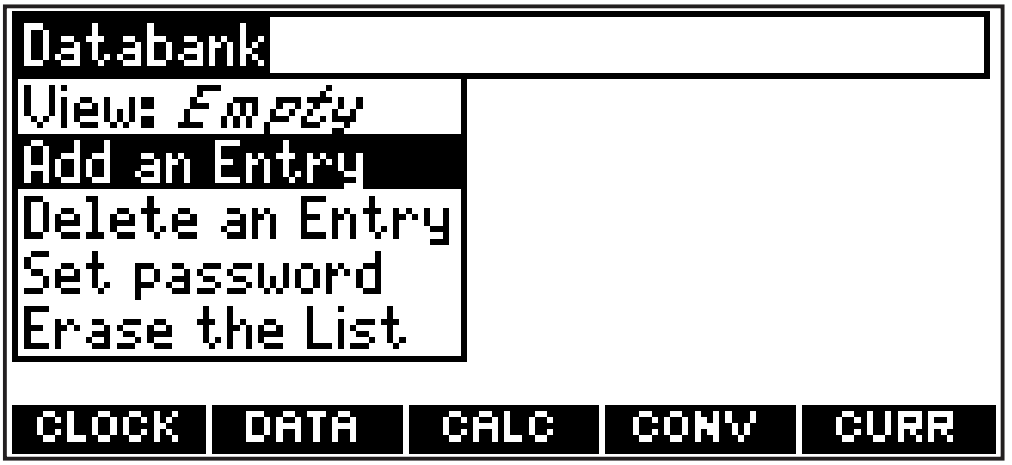
7. **Press CLOCK to toggle to World time.**
8. **Set the World time the same way you set the Home time.**

Using the Databank

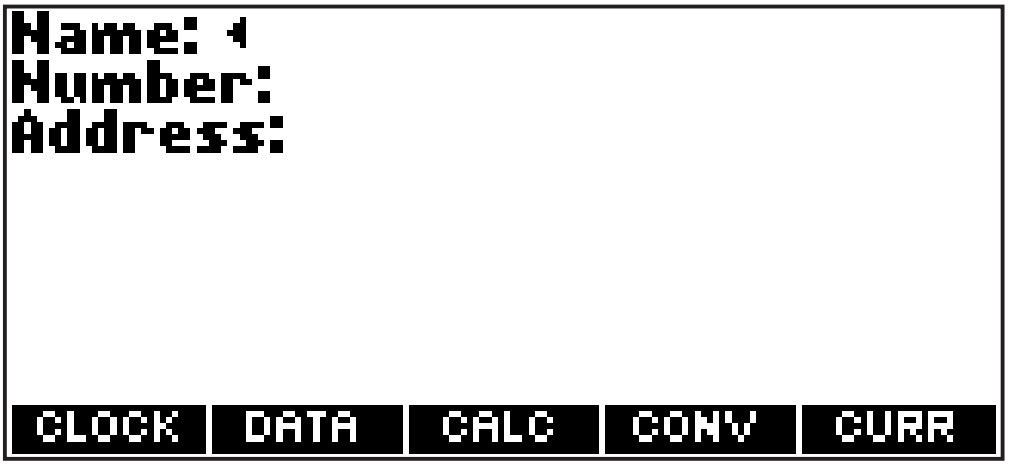
Adding Entries

You can store as many as 100 names, telephone numbers, and addresses in the Databank. The total number of names you can add depends on the size of each entry.

1. **Press ORG.**
2. **Press DATA.**



3. **Highlight *Add an Entry* and then press ENTER.**



4. **Type a name and press ENTER.**
5. **Type a phone number and press ENTER.**

   Note: ***Q*-*P*** will type numbers ***0*-*9*** automatically. To type a letter from this row, hold **FN** and press the letter key. To type a hyphen, hold

FN and press **J**.

6. **Type a postal address or e-mail address and press ENTER.**

   To type an @, hold **FN** and press **M**.

7. **Press MENU to go to the dictionary.**

Viewing or Editing Entries

1. **Press ORG.**
2. **Press DATA.**
3. **Highlight View: *XX entries (XX% free)* and then press ENTER.**
4. **To edit an entry, highlight it and press ENTER.**

   Type your changes. Use ◀ to move the cursor; use **BACK** to delete.

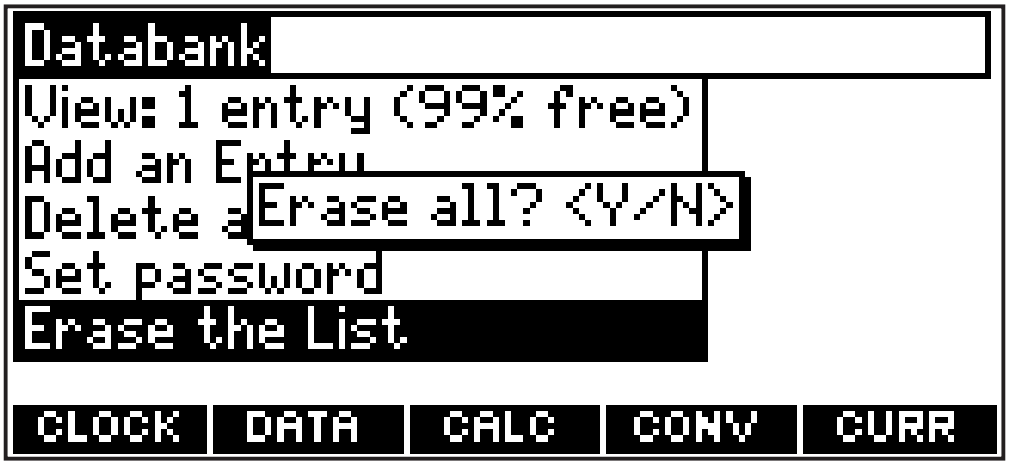
5. **Press ENTER to move to the number field.**

Press **ENTER** twice to move to the address field.

6. **Press ENTER again to save your changes or hold down FN and press BACK to cancel your changes.**
7. **Press MENU to go to the dictionary.**

Deleting Entries

1. **Press ORG.**
2. **Press DATA.**
3. **Highlight *Delete an Entry* and then press ENTER.**
4. **Highlight the entry you want to delete and press ENTER.**
5. **To delete all databank entries, highlight *Erase the List* in the Databank Menu and then press ENTER.**



Press **Y** to erase all databank entries or **N** to cancel the deletion.

6. **Press MENU to go to the dictionary.**

Using a Password

You can use a password to prevent unauthorized access to the Databank. **Warning!** Always write the password in a safe, separate location. If you lose or forget the password, you will be able to use the Databank again only by removing the batteries from your BOOKMAN, which will permanently erase all the information stored in the Databank.

1. **Press ORG.**
2. **Press DATA.**
3. **Highlight *Set password* and then press ENTER.**

4. **Type a password of up to eight characters and press ENTER.**

   Use ◀ to move the cursor; use **BACK** to delete.

5. **Press C to confirm or CLEAR to cancel the password.**

   The password you set will be requested the first time that the Databank is used during a session.

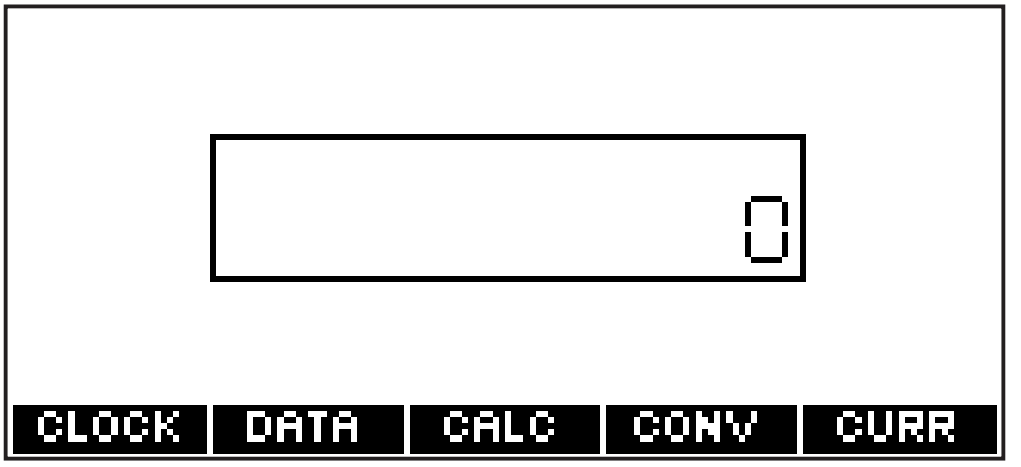
6. **To change the password, repeat Steps 1-5.**

   To remove a password, press **ENTER** at the blank password screen.

7. **Press MENU to go to the dictionary.**

Using the Calculator

1. **Press ORG.**
2. **Press CALC.**

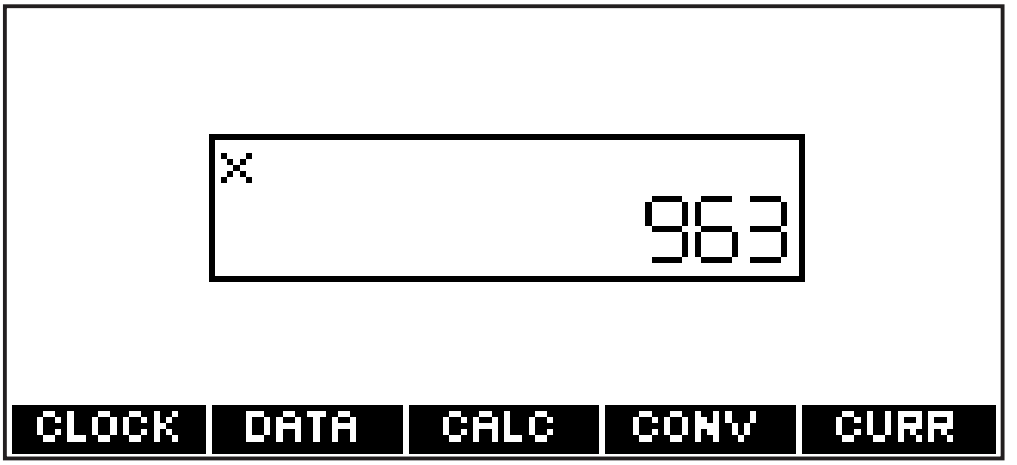


3. **Type a number.**

   Note: ***Q-P*** will type numbers ***0-9*** automatically. You can type up to

10 digits. To type a decimal, press **G (.)**. To change the sign of a number, press **Z (+/-)**.

4. **Press a math function key.**



5. **Type another number.**
6. **Press ENTER.**

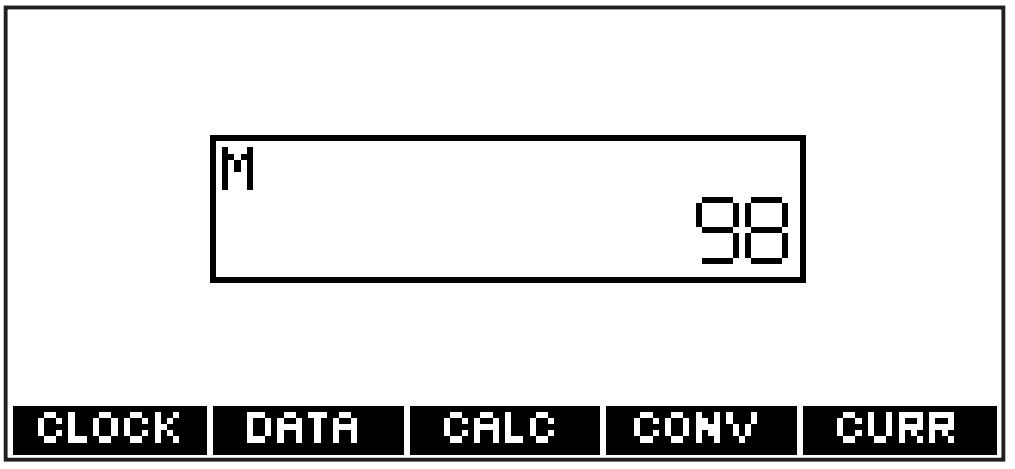
   To repeat the calculation, press **ENTER** again.

To Calculate ...	**Press ...**
reciprocals	**FN+A**
squares	**FN+D**
percentages	**FN+F**
square roots	**FN+S**
negative numbers	**FN+Z**

7. **Press CLEAR to clear the current calculations.**
8. **Press MENU to go to the dictionary.**

Using the Calculator Memory

1. **In the Calculator, make a calculation or type a number.**
2. **To add the number on the screen to the number stored in memory, press X (M+). To subtract the number on the screen from the number stored in memory, press C (M-).**

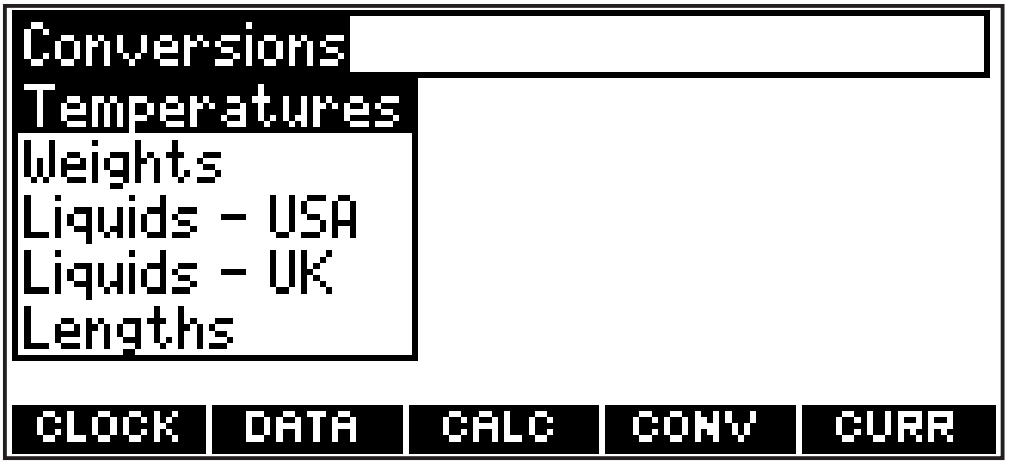


M indicates the number is stored in memory.

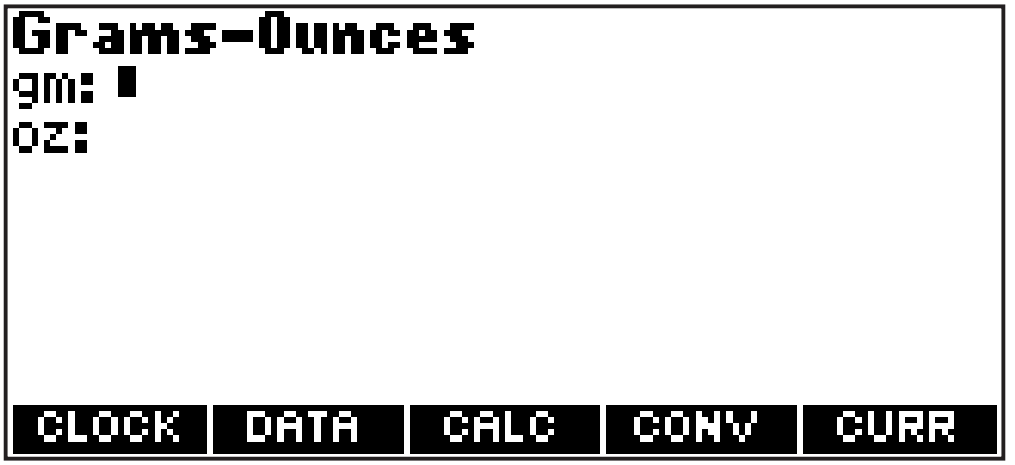
3. **To retrieve the number from memory, press V (MR).**
4. **To clear the memory, press B (MC).**

Using the Metric Converter

1. **Press ORG.**
2. **Press CONV.**



3. **Use ▼ to select a conversion category (e.g., *Weights*).**
4. **Select a conversion (e.g., *grams/ounces*).**



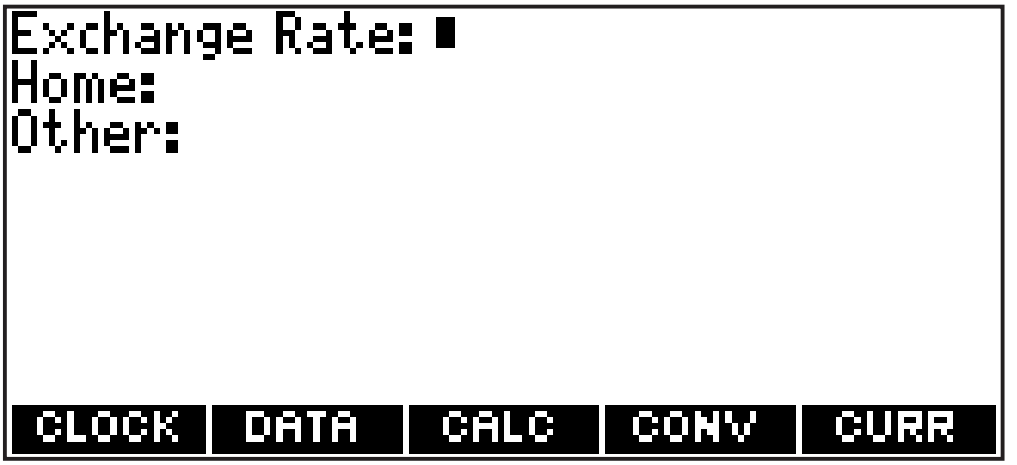
5. **Type a number after one of the units.**

   Note: ***Q-P*** will type numbers ***0-9*** automatically. Press ▲ or ▼ to move between the lines. Press **BACK** to delete a number.

6. **Press ENTER to convert it.**
7. **Press CLEAR to clear the current conversion.**
8. **Press MENU to go to the dictionary.**

Using the Currency Converter

1. **Press ORG.**
2. **Press CURR.**



3. **Enter a conversion rate.**

   The rate should be in units of the other currency per one unit of the home currency (*n* other/1 home).

4. **Enter an amount for the home or other currency.**

   Press ▲ or ▼ to move between the lines. Use **BACK** to delete a number.

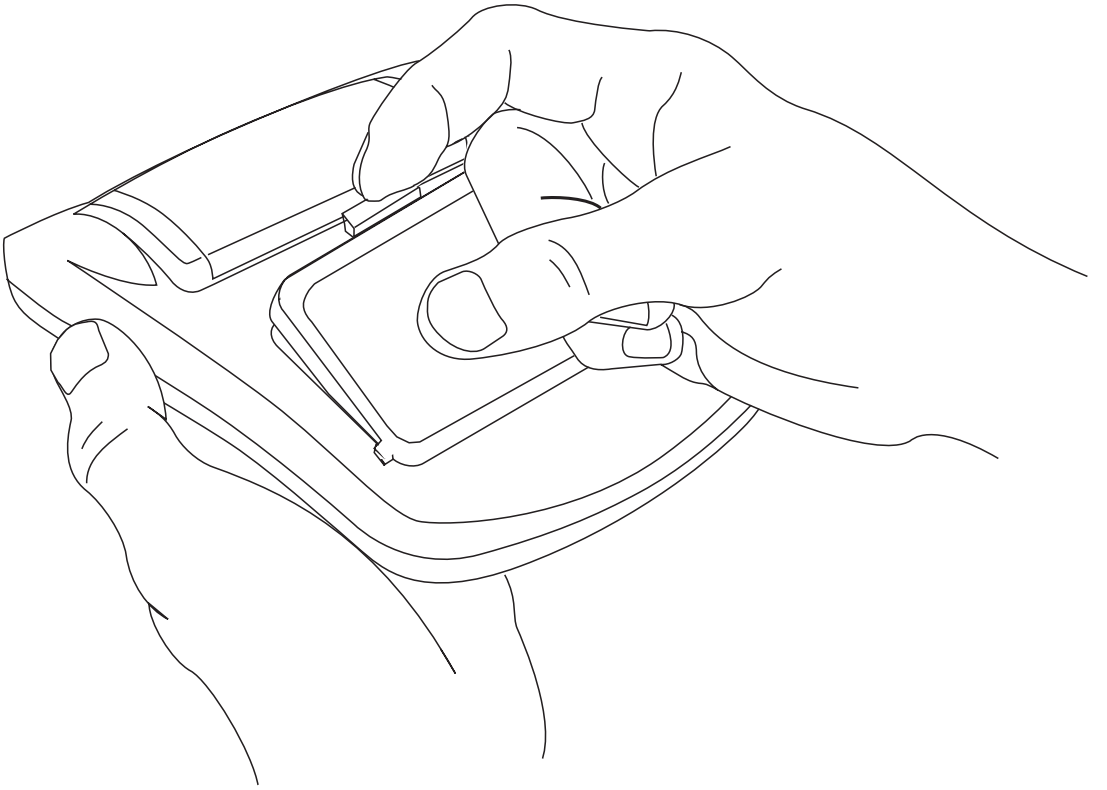
5. **Press ENTER to convert it.**

6. **Press CLEAR to clear the current conversion.**
7. **Press MENU to go to the dictionary.**

Installing Book Cards

1. **Turn your product off and turn it over.**
2. **Remove the blank protector or any other book card that might be installed.**
3. **Align the tabs on the book card with the notches in the slot.**

This unit may change operating modes due to Electrostatic Discharge. Normal operation of this unit can be re-established by pressing the reset key, , or by removing/replacing batteries.



4. **Press the book card down until it snaps into place.**

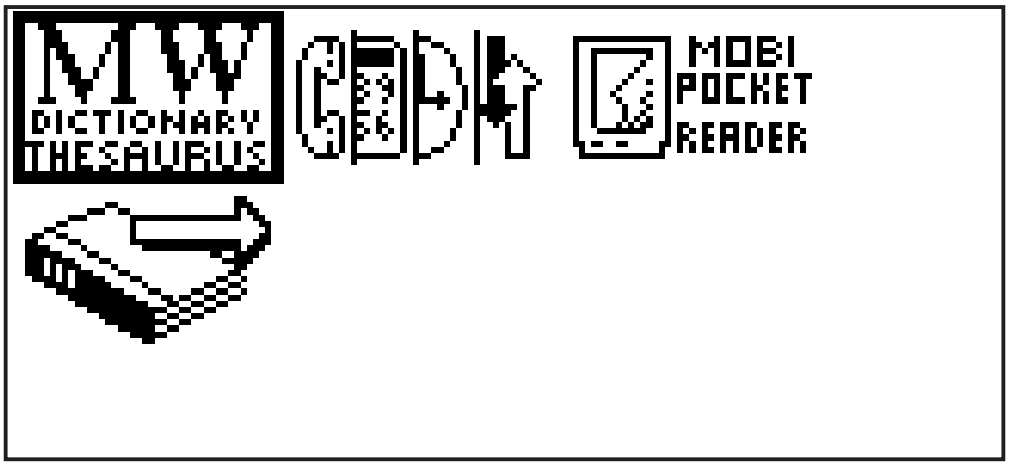
Warning: Never install or remove a book card while your product is on. Any information that was entered in the built-in book or book card will be erased.

Selecting a Book

Once a book card is installed in the product, you can select which book you want to use.

1. **Turn your product on.**
2. **Press CARD.**

   Icons appear for each available book.



3. **Press ◀ or ▶ to highlight your selection.**
4. **Press ENTER to select it.**
5. **Press CARD to return to the card menu.**

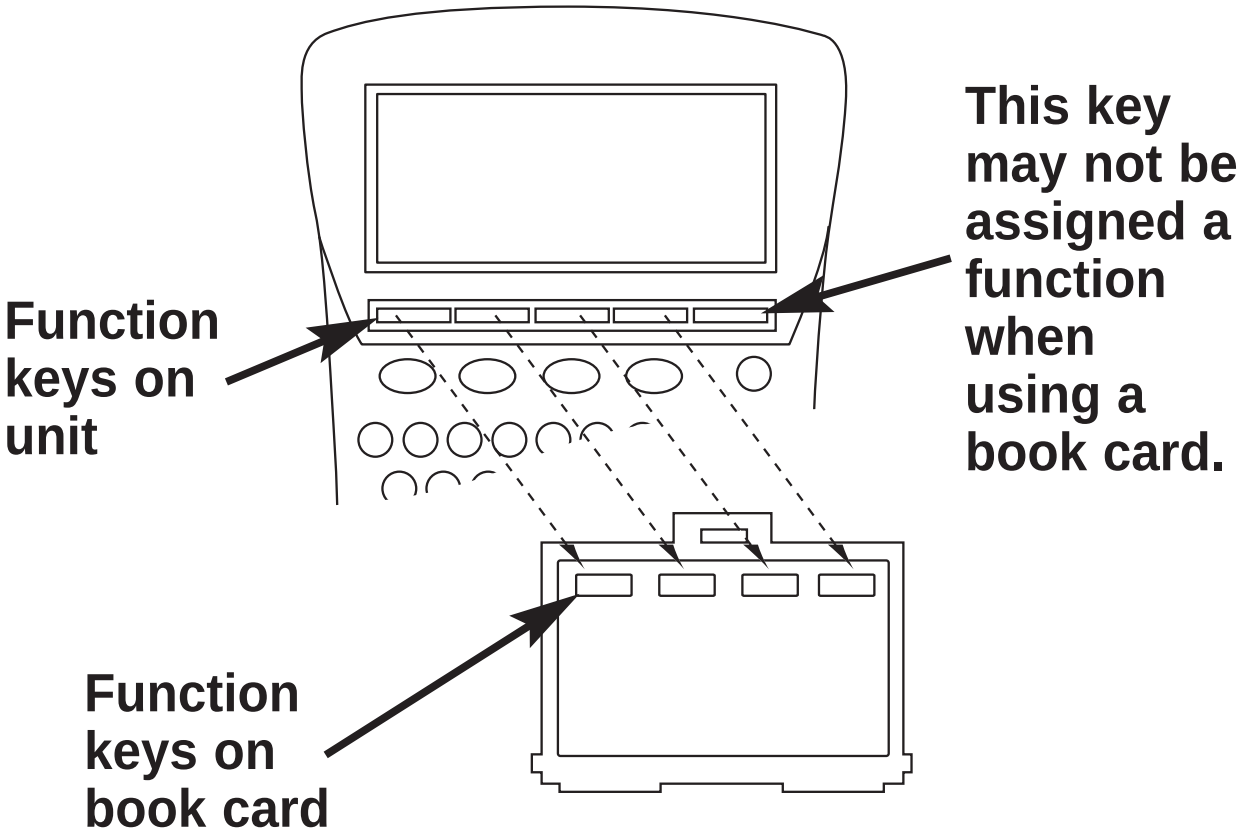
✓ BOOKMAN Card Troubleshooting

Make sure your book card is installed correctly. If your card is performing erratically, follow the reset instructions in “Resetting Your Product”. If this does not fix the problem, remove the card and then remove the white rubber strip with your fingers and then replace it making sure it is completely in its notch.

Using Function Keys in Book Cards

The function keys appear at the top of the keyboard on your unit. These keys correspond in the order listed to the dictionary and organizer keys at the bottom of the screen. The dictionary function keys change with the

book card. The organizer function keys are unaffected. **Note**: Once you access the organizer from a book card, you will exit the book card. You must press **CARD** and select your book card to return to it.
The function keys on your unit correspond to the function keys on your card as illustrated below.



Transferring Words Between Books

This dictionary can transfer words with certain other BOOKMAN book cards. To send a word to another book, you must first install a book card in your product, and that book card must be able to send or receive words. To learn if a book card can send or receive words, read its User's Guide.

1. **Highlight a word in this dictionary.**

   To highlight a word in a dictionary entry, press **ENTER** to start the highlight, and use the arrow keys to move the highlight to the word you want.

2. **Hold FN and press CARD.**
3. **Highlight the icon of the other book.**

4. **Press ENTER.**

   The word you highlighted appears in the other book.

5. **Press ENTER again, if needed, to search for that word.**

Resetting Your Product

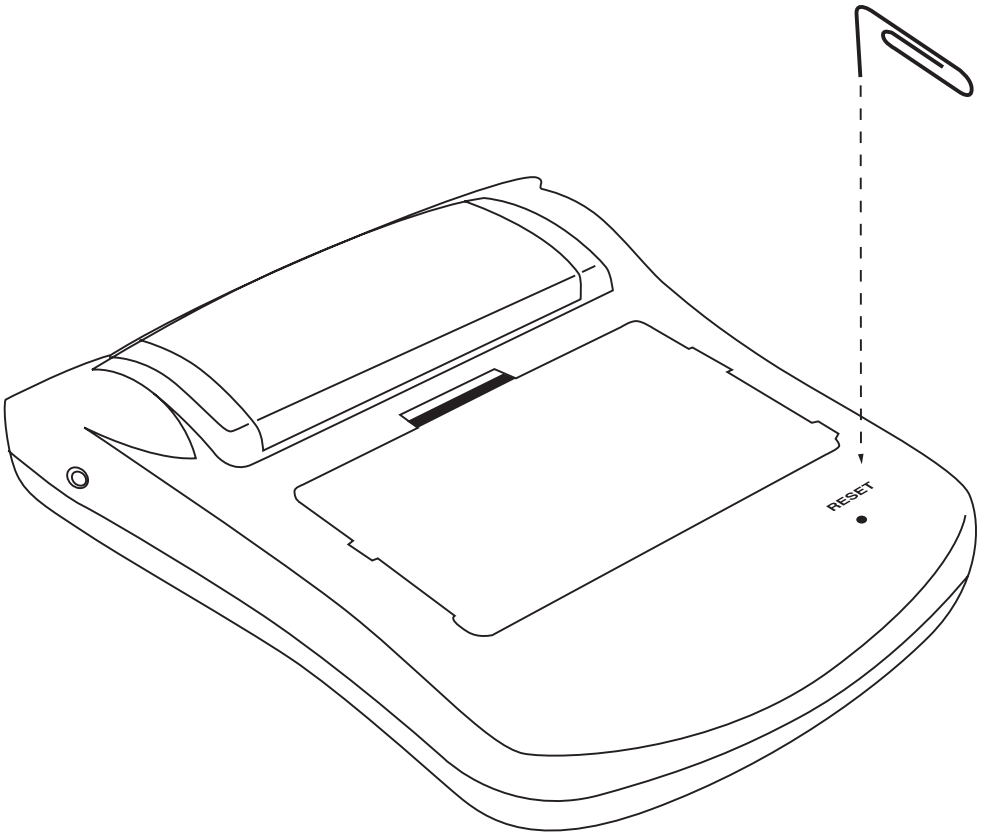
If the keyboard fails to respond, or if the screen performs erratically, perform a system reset by following the steps below.

1. **Hold CLEAR and press ⏻.**

   If nothing happens, try Step 2.

2. **Use a paper clip to gently press the reset button on your unit.**

   The reset button is recessed in a pin-sized hole below the book card slot.



Warning! Pressing the reset button with more than light pressure may permanently disable your product. In addition, resetting product erases settings and information entered in its built-in book, and in an installed bookcard.

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Model MWD-1470: *Merriam-Webster®*
Dictionary & Thesaurus

- **Batteries**: two AAA
- **Size**: 3 5/8 x 4 3/8 x 7/8 in
- **Weight**: 3.5 oz (without batteries)

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FCC Notice

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not

installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

– Reorient or relocate the receiving antenna.

– Increase the separation between the equipment and receiver.

– Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

– Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the

unit to insure compliance.
NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Limited Warranty (U.S. only)

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(C) WARRANTY SERVICE: Upon discovering a defect, you must call franklin's customer service desk, 1-800-266-5626, to request a return merchandise authorization ("rma") number, before returning the product (transportation charges prepaid) to:

FRANKLIN ELECTRONIC PUBLISHERS, INC.
ATTN: SERVICE DEPARTMENT
ONE FRANKLIN PLAZA
BURLINGTON, NJ 08016-4907

If you return a franklin product, please include a note with the rma, your name,

address, telephone number, a brief description of the defect and a copy of your sales receipt as proof of your original date of purchase. You must also write the rma prominently on the package if you return the product, otherwise there may be a lengthy delay in the processing of your return. We strongly recommend using a trackable form of delivery to franklin for your return.

Limited Warranty (EU and Switzerland)

This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

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This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the United States, the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

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